# Article information:

遊戲活動
<https://account.ubisoft.com/zh-TW/games-activity>

# Article summary:

1. The article is about game events organized by Ubisoft Entertainment.

2. The total play time for the games is 100 hours and 42 minutes.

3. The article mentions four games that have been played, including Assassin's Creed Syndicate, Tom Clancy's The Division, and WATCH\_DOGS 2.

# Article rating:

Appears strongly imbalanced: The article is written in a biased or one-sided way, and the information it provides is not trustworthy enough to be considered a reliable source. You should consult other sources to find reliable information on the presented issues.

# Article analysis:

The above article appears to be a promotional piece for Ubisoft Entertainment, a video game company. It primarily focuses on the games released by Ubisoft and the playtime of the user. However, there are several aspects of this article that raise concerns about its objectivity and potential biases.

Firstly, the article is filled with repetitive copyright statements and trademarks of Ubisoft Entertainment. While it is common for companies to protect their intellectual property, the excessive repetition in this article seems unnecessary and serves as a form of self-promotion rather than providing valuable information to the reader.

Furthermore, the article lacks any critical analysis or evaluation of the games mentioned. It simply lists the titles played by the user without offering any insights into their quality, gameplay experience, or critical reception. This one-sided reporting suggests that the purpose of this article is solely to promote Ubisoft's games rather than provide an objective analysis.

Additionally, there is no mention of any potential risks associated with excessive gaming or addiction. Given that some players may spend over 100 hours playing these games, it would have been responsible for Ubisoft to include a disclaimer or information about healthy gaming habits. The omission of such considerations raises questions about whether Ubisoft prioritizes profit over player well-being.

Moreover, there is no exploration of counterarguments or alternative perspectives regarding Ubisoft's games. The article presents only positive aspects without acknowledging any potential criticisms or negative feedback from players or critics. This lack of balance further reinforces the promotional nature of the article and undermines its credibility as an unbiased source.

Another concern is the absence of evidence or data supporting claims made in the article. For example, it states that some game information may not be displayed due to release dates before 2016 but does not provide any explanation or evidence for this limitation. Without supporting evidence, readers are left questioning the reliability and accuracy of such claims.

Overall, this article appears to be a promotional piece for Ubisoft Entertainment rather than an objective analysis or informative content. Its biases are evident in the excessive self-promotion, one-sided reporting, lack of critical analysis, unsupported claims, and omission of potential risks or counterarguments. As a result, readers should approach this article with caution and seek additional sources for a more balanced and comprehensive understanding of Ubisoft's games.

# Topics for further research:

* Criticism of Ubisoft games
* Risks of excessive gaming and addiction
* Negative feedback on Ubisoft games
* Balanced reviews of Ubisoft games
* Ubisoft's approach to player well-being
* Evidence supporting claims about Ubisoft game limitations

# Report location:

<https://www.fullpicture.app/item/b17196e2f2cd04161405184eaee10573>